SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		**MIL00-10A**	
ORIGINATOR	**SPONSOR**	**DATE RECEIVED**	**DATE OF ACTION**
PM FATDS	**ARMY**	**1 September 2000**	**May 24, 2001**
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, **TARGET VALUE AREA (TVAR)**			
SUGGESTED CHANGE			

The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.

1. The purpose of the Target Value Area symbol is to graphically designate areas of High Value Targets and/or High Payoff Targets to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP).
2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Areas" hierarchy, 2.X.4.3, figure B-17, and table B-IV.

OVERVIEW

Currently, the standard does not contain a symbol depicting Target Value Areas (TVAR). The purpose of the Target Value Area symbol is to graphically display to commanders and operators areas where if High Value Targets and/or High Payoff Targets are detected, they would get the highest priority for fire support engagement. Incorporation into MIL STD 2525B, which will be used in JMTK and GSD, will allow the symbols to be transmitted/received by all battlefield system. Target Value Area is a required symbol for use in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of the Target Value Area for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.

OPERATIONAL DESCRIPTION

In general, the Target Value Area symbol is used within the fire support system to designate areas where if High Value Targets and/or High Payoff Targets are detected, they would get the highest priority for fire support engagement. A minimum of three (3) point locations are required to graphically display a Target Value Area. The minimum information required to interoperate with another system is defined below.

IMPLEMENTATION

Description: **Fire Support, Area, Target Value Area (TVAR)**

Parameters:
1.Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.

2.Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.

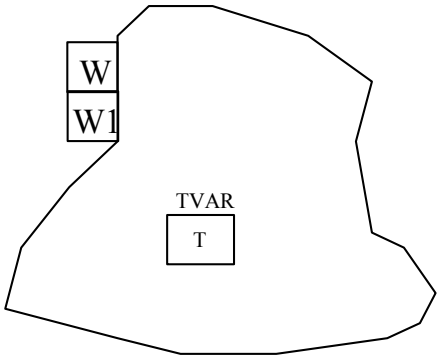
3.Orientation. Not applicable.

Fixed/Dynamic: Dynamic

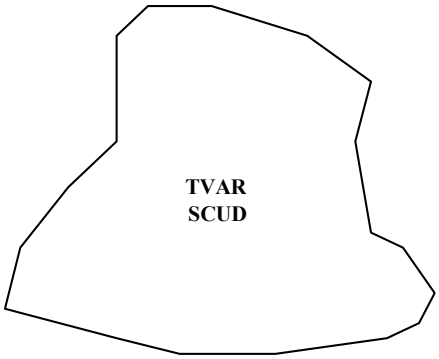
Hierarchy: 2.X.4.3.20

Symbol ID: G*F*ATVAR-****X

Tactical Graphic:



Example:



JIEO ANALYSIS

OVERVIEW:
The proposed CP fulfills a need expressed by the Army for a standard Target Value Area (TVAR) Symbol.

The following changes must be made to the standard to incorporate the proposed changes:
1.Revise table B-III, C2 Symbology: Military Operations symbol ID codes, to include the necessary information for the TVAR symbol.
2.Revise figure B-17, Fire Support, to include the TVAR symbol.
3.Revise table B-IV, C2 Symbology: Military Operations set, to include a generic and example symbol for TVAR.

POTENTIAL CONFLICTS WITH EXISTING SYMBOLOGY:
The Symbol ID as recommended above may be interpreted as a symbol hierarchy subcategory of the Area Target. However, looking at the hierarchy number of Area Target and the recommended hierarchy number for TVAR the symbols are on the same hierarchical level. The problem in this case exists specifically within the Function ID. This is because the first two characters of each symbol's function ID are identical. The table below illustrates this point.

Target Value Area	2.X.4.3.20				Area Target	2.X.4.3.3		
		Function ID					Function ID	
Symbol ID	G*F*	AT VA R-	****X		Symbol ID	G*F*	AT -- --	****X

It is possible for two symbols to have identical function IDs within their respective symbol IDs but only if each has a different coding scheme and/or category code. Thus creating a unique symbol ID. Otherwise, symbols from the same symbol set and category must have unique function IDs to differentiate the two symbols. Each character of the function ID represents a subcategory for each hierarchy category. In the example above the "A" of the function ID represents the Fire Support subcategory "Areas." The "T" has already been assigned to the previously approved Fire Support / Areas / Area Target symbol. Therefore, the second character in a Fire Support / Areas / TVAR function ID cannot be "T."

A solution is not recommended here due to the fact that this change proposal is one of 43 change proposals submitted by the Army, all of which deal with the Fire Support category of C2 Symbology: Military Operations symbol set. This situation required a broader scope of analysis to deconflict the proposed symbols with the existing symbols. For possible solutions to this conflict, see the Fire Support Hierarchy Analysis located on the Change Proposal/Coordination page of the symbology web site.

CONFORMANCE TO SYMBOL GUIDELINES:
The proposed TVAR symbol follows the rules concerning composition, construction, display, and transmission previously set forth in the standard.

ADEQUACY AND IMPACT ON OTHER PROGRAMS:
None known.

C/S/A COMMENTS

DECISION NOTICE

Approved at SSMC 2-01 with the following changes:
Restructure the entire 2.X.4 (Fire Support) hierarchy IAW the Fire Support Hierarchy Analysis, Change Option C with modification 1 (does not include graphics which are still pending review and approval [MIL00-11 through MIL00-44]). See Attachment A.

Attachment A

Tasks:
1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

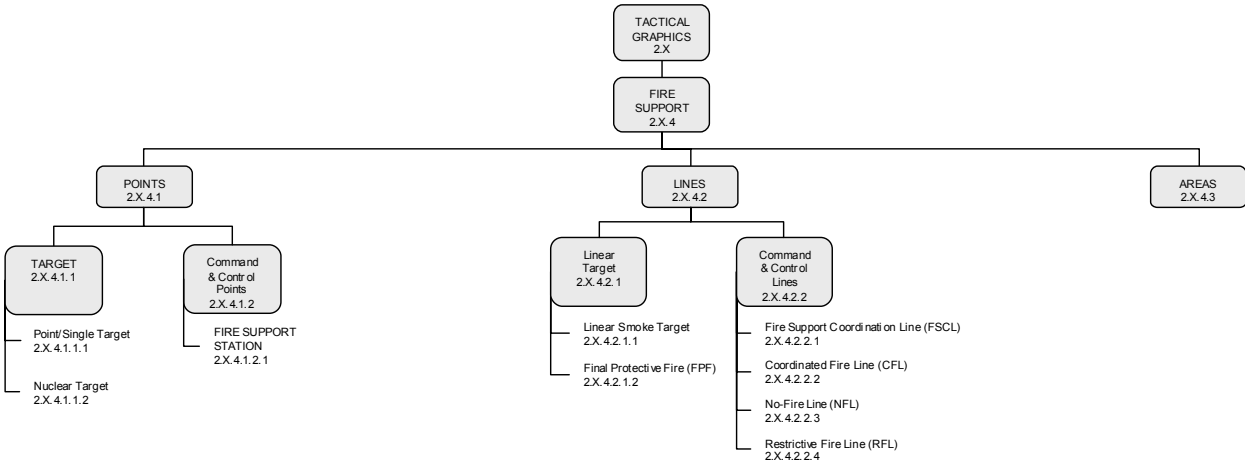


Figure B-17.1. Fire Support.

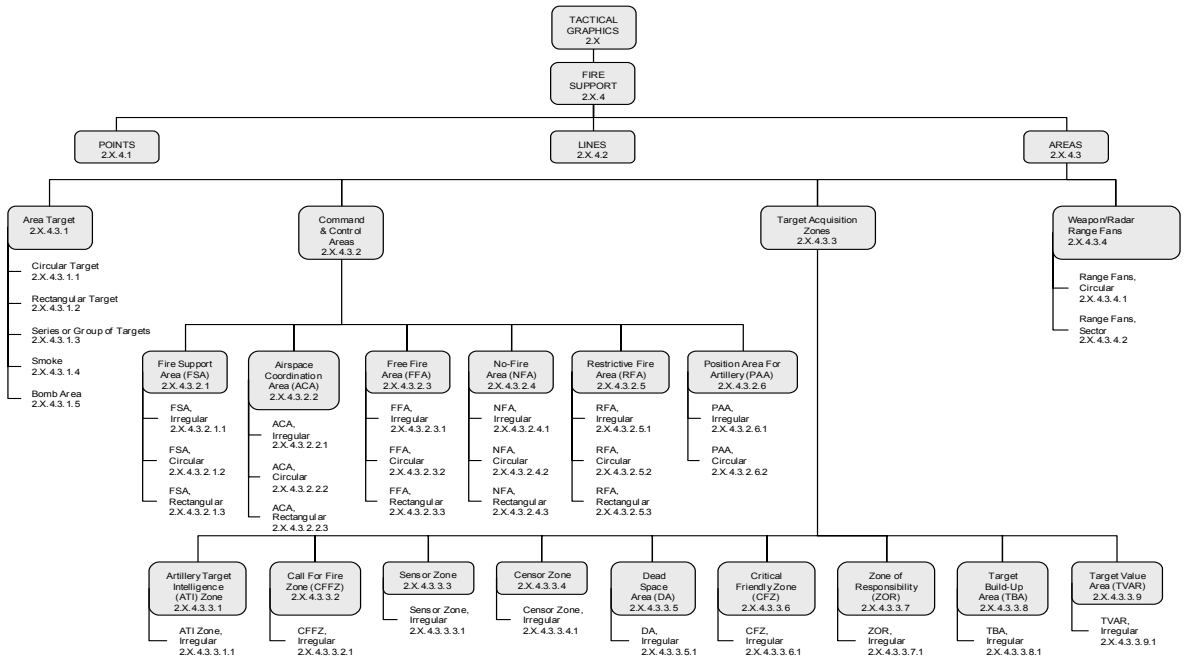


Figure B-17.2. Fire support.

Attachment A

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X	POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LT	--	--	**	**	X	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	**	X	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X	COMMANDAND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	--	--	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	C-	--	**	**	X	CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	R-	--	**	**	X	RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	**	X	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	**	X	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.2.5	G	*	F	*	AC	R-	--	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.6	G	*	F	*	AC	P-	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.3	G	*	F	*	AZ	--	--	**	**	X	TARGET ACQUISITION ZONES
2.X.4.3.3.1	G	*	F	*	AZ	I-	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
2.X.4.3.3.1.1	G	*	F	*	AZ	II	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
2.X.4.3.3.2	G	*	F	*	AZ	X-	--	**	**	X	CALL FOR FIRE ZONE (CFFZ)
2.X.4.3.3.2.1	G	*	F	*	AZ	XI	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
2.X.4.3.3.3	G	*	F	*	AZ	S-	--	**	**	X	SENSOR ZONE
2.X.4.3.3.3.1	G	*	F	*	AZ	SI	--	**	**	X	SENSOR ZONE, IRREGULAR
2.X.4.3.3.4	G	*	F	*	AZ	C-	--	**	**	X	CENSOR ZONE
2.X.4.3.3.4.1	G	*	F	*	AZ	CI	--	**	**	X	CENSOR ZONE, IRREGULAR
2.X.4.3.3.5	G	*	F	*	AZ	D-	--	**	**	X	DEAD SPACE AREA (DA)
2.X.4.3.3.5.1	G	*	F	*	AZ	DI	--	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
2.X.4.3.3.6	G	*	F	*	AZ	F-	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ)
2.X.4.3.3.6.1	G	*	F	*	AZ	FI	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
2.X.4.3.3.7	G	*	F	*	AZ	Z-	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
2.X.4.3.3.7.1	G	*	F	*	AZ	ZI	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
2.X.4.3.3.8	G	*	F	*	AZ	B-	--	**	**	X	TARGET BUILD-UP AREA (TBA)

Attachment A

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4.3.3.8.1	G	*	F	*	AZ	BI	--	**	**	X	TARGET BUILD-UP AREA (TBA), IRREGULAR
2.X.4.3.3.9	G	*	F	*	AZ	V-	--	**	**	X	TARGET VALUE AREA (TVAR)
2.X.4.3.3.9.1	G	*	F	*	AZ	VI	--	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR
2.X.4.3.4	G	*	F	*	AX	--	--	**	**	X	WEAPON/RADAR RANGE FAN
2.X.4.3.4.1	G	*	F	*	AX	C-	--	**	**	X	WEAPON/RADAR RANGE FAN, CIRCULAR
2.X.4.3.4.2	G	*	F	*	AX	S-	--	**	**	X	WEAPON/RADAR RANGE FAN, SECTOR

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.